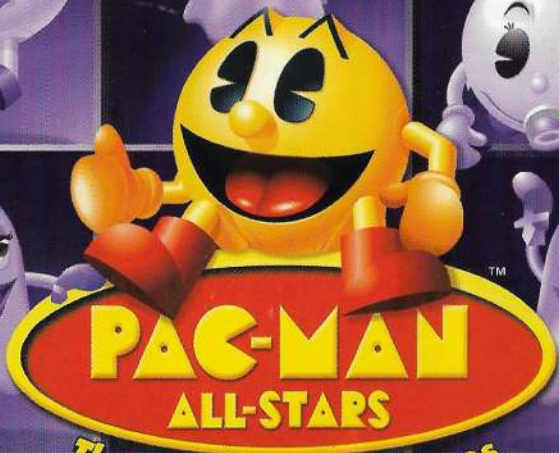




*They've Escaped the Mazes
and are Hungry for Action!*



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FIRST THINGS FIRST

The ReadMe file

The *PAC-MAN All-Stars* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *PAC-MAN All-Stars* directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\ *PAC-MAN All-Stars*). You can also view the ReadMe file by first clicking on the Start button on your Win98/Me/XP taskbar, then on Programs, then on Infogrames Interactive, then on *PAC-MAN All-Stars*, and finally on the ReadMe file item. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

System Requirements

Operating System:	Windows® 98/Me/XP
Processor:	Pentium® II 266 MHz (Pentium® II 350 MHz or higher recommended)
Memory:	32 MB RAM (64 MB RAM recommended) (64 MB RAM required for Windows® XP)
Hard Disk Space:	100 MB Free
CD-ROM Drive:	8X Speed (16X Speed recommended)
Video:	2 MB Windows® 98/Me/XP-compatible SVGA video card* (16 MB Windows® 98/Me/XP-compatible SVGA video card* plus Direct 3D-compatible 3D graphics accelerator recommended)
Sound:	Windows® 98/Me/XP-compatible sound card*
DirectX®:	DirectX® version 8.1 (included) or higher

* Indicates device should be compatible with DirectX® version 8.1 or higher.

SETUP AND INSTALLATION

1. Start Windows® 98/Me/XP.
2. Insert the *PAC-MAN All-Stars* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, double-click on the "My Computer" icon on your Win98/Me/XP desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file in the install folder of the *PAC-MAN All-Stars* game disc and double-click on it.
4. Follow the remainder of the on-screen instructions to finish installing the *PAC-MAN All-Stars* CD-ROM game.
5. Once installation is complete, click on the Start button on the Win98/Me/XP taskbar and choose Programs/Infogrames Interactive/PAC-MAN All-Stars/Play PAC-MAN All-Stars to start the game.

You must have the *PAC-MAN All-Stars* game disc in your CD-ROM drive to play.

Note: For Multiplayer games, only the Host is required to have the CD-ROM in the drive. To join a hosted game, all other players must have the game installed on their computers. Any player without the CD-ROM in the drive will not have in-game music.

Installation of DirectX®

The *PAC-MAN All-Stars* CD-ROM requires DirectX® 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher installed on your computer, click "Yes" when asked if you would like to install it.

Saving

Although you cannot save your game, you can select any previously completed world as a starting point for your next game (see "Level/World Select Screen" on page 16). Also, if you lose all of your lives in a game, you'll be asked if you wish to continue (see "Continue" on page 17).

launcher Screen

Play – Begin a game with the graphic options (Acceleration, Color Depth and Resolution) that appear on the right side of the screen. **Note:** You must install the game before you can play a game.

Install – Begin the game installation process.

Uninstall – Only available once the game has been installed.

Quit – End the current gaming session and return to your computer desktop.

WELCOME TO PAC-MAN ALL-STARS!

Blinky and Company had stopped their endless pursuit of Pac-Man and his pals. For once, all was peaceful in Pac-Land. The Pac-Land fairies were making pellets day and night, and the Pac characters could relax and eat pellets to their hearts' content. Then suddenly, strange noises emanated from the dimensional portal that led to the Ghost Realm. The Ghost Gang was up to something, and this had the Pacs worried.

Then one day, Pac-Man found a note attached to the door of his house:

*"I have kidnapped all of the fairies and their Queen.
If you want them, you must come to the Ghost Realm.
I'll be waiting..."*
— **Wandy the Wizard**

Pac-Man had never heard of Wandy before. He knew he had to save the fairies, but how? Entering the Ghost Realm is something no Pac had ever attempted before. Thinking quickly, Pac-Man enlisted the great Pac-Land heroes of old — Ms. Pac-Man, Pac Junior and Professor Pac — to aid him in his rescue attempt. He knew that whoever succeeded in rescuing the fairies would go down in Pac-Land history as the greatest hero of all.

MAIN MENU

When you first launch the game, the Main Menu appears. From here, you can select from the following:

Story – Single-player mode. See “Story Mode,” starting on page 15, for details.

Adventure – Multiplayer game. Take charge of your favorite Pac character and compete with other player-controlled Pacs on a Local Area Network (LAN). See “Adventure Mode,” starting on page 18, for details.

Head to Head – Multiplayer free-for-all. Take charge of a Pac and compete with other player-controlled Pacs on a Local Area Network (LAN). See “Head-to-Head Mode,” starting on page 21, for details.

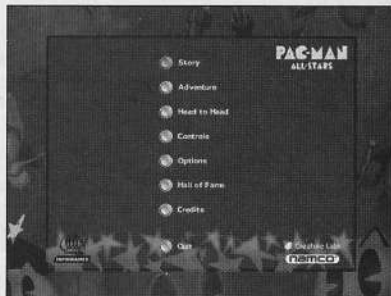
Controls – Customize your gaming experience by changing the control setup. See “Controls” on page 7 for details.

Options – Customize your gaming experience by changing the audio and video setup. See “Options” on page 8 for details.

Hall of Fame – See the top 10 high scores in each difficulty level.

Credits – See the names of the people who made this game.

Quit – Select YES to quit the game and return to your computer desktop. Select NO to return to the Main Menu.



CONTROLS

Keyboard Controls

Up to four people can play the game simultaneously, using the keyboard. Settings can be reconfigured from the Controls menu. **Note:** The “Enter” and “Esc” keys cannot be used as control keys.

Here are the default controls:

Action	Player 1 Keys	Player 2 Keys	Player 3 Keys	Player 4 Keys
Up	W	W	I	T
Down	↓	S	K	G
Left	←	A	J	F
Right	→	D	L	H

Gamepad Controls

Any gamepad/joystick connected to the computer and properly configured can be set as the input device for any of the players from the Controls menu.

Control	Action
D-Pad/Stick	Guide Pacs around the game, highlight menu options
A button	Confirm menu selection
B button	Return to previous menu



OPTIONS

Difficulty Level

Select one of the following options:

Easy – Your Pac character must come in first, second or third to advance to the next level.

Medium – Your Pac character must come in first or second to advance to the next level.

Hard – Your Pac character must come in first to advance to the next level.

Audio

SFX Volume – Change the volume of special effects.

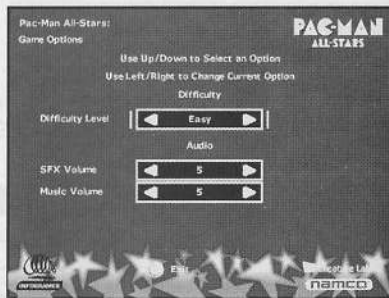
Music Volume – Change the volume of the music.

Video (Graphics Detail)

Select one of the following options:

High – See particle effects and animated textures. If your computer has a 3-D video card and you are running the game in Hardware Acceleration mode, you will benefit from this option, in which you can choose from the following camera views: F1 – Static arena camera (default), F2 – Chase camera (not applicable if there is more than one local player on a computer) or F3 – Smart camera (zooms in to give the best view of the action).

Low – No particle effects, animated textures or moving camera. This is recommended if you are running the game in Software mode.



HOW TO PLAY

Your Goal

Be the most successful pellet collector while achieving the highest score. At the beginning of each level, you'll see whether to:

- Be the first player to reach a previously defined point total,
- Be the player with the highest number of pellets at the end of the time limit, or
- Be the player with the highest point total at the end of the pellet wave (see "Pellet Waves" on page 11).

Ghosts

Due to Wandy's mad experiments draining the energy within the realm, ghosts are weak. Touching a ghost doesn't kill Pacs, it briefly stuns them and eliminates some of their points. Ghosts enter and exit by spinning through the floor. When eaten, they turn into eyes and drop to the ground.

There are two types of ghosts in the game:

Drones

Drones are the average inhabitants of the Ghost Realm and are not very intelligent. They match the theme of their World Type:



Forest Ghosts
The Creepy Forest



Snowman Ghosts
Snowy Mountain



Miner Ghosts
The Mines



Zombie Ghosts
Wandy's Garden



Lab Ghosts
The Laboratory



Knight Ghosts
Wandy's Castle

Stars

Stars are the elite ghosts from the original Pac-Man games, along with the new ghost Wandy the Wizard. They are much smarter than the Drones. Star ghosts move slowly around the world, but they get faster as the game progresses.



Blinky – Red. Attempts to close the distance between himself and the closest Pac.



Pinky – Pink. Attempts to intercept the Pacs as they move about the level.



Inky – Blue. Stands still, watching the Pacs as they move about the level. After a few seconds, he will start shaking and launch in a straight line towards the nearest Pac.



Clyde – Orange. Moves randomly, bouncing off obstacles and paying little attention to the Pacs.

Note: Ghosts float over the terrain, so they are not affected by it.

Power Pellets

Power pellets are the Pacs' only defense against the ghosts. When a Pac collects a power pellet, it becomes invulnerable to attacks from ghosts. If a ghost makes contact with the power-pelleted Pac, the ghost is temporarily disabled. The ghost disappears and its eyes drop to the ground. Eventually, the ghost rises back up from the ground and continues going about its business.

Pellet Waves and Magic Flowers

At the start of each level, there are pellets sprinkled around. As the pellets are eaten, magic flowers appear. When a Pac character touches a flower, it releases a new series of pellets. Any other flowers wilt and die. Fresh flowers appear as a new wave of pellets is consumed.

Scoring

One point is awarded for each pellet collected. The player with the most points wins the round. If your Pac character is touched by a ghost or is stunned/squashed by another Pac, you lose some of your point total.

Make combinations ("combos") for big scores by eating lots of pellets in an unbroken run. Every "n" pellet you eat increases a multiplier for the total pellets collected in a run. So to get a 2X multiplier, eat two pellets, but to get a 3X you have to eat another three pellets on top of that, and another four pellets again to boost up to 4X. For example:

Pellet in a row	2nd	5th	9th
Multiplier	2X	3X	4X
Total Points	4	15	36

A Pac's current multiplier is displayed floating over its head. The value of each remaining pellet in a wave increases by one point for every pellet eaten. This is shown by the pellets growing larger as they become more valuable.

Jumping

Pacs cannot jump on their own. However, with the aid of ramps or springboards, Pacs are capable of leaving the ground.

Squashing

Pacs can jump off a ledge and land on opponents. If you land on a Pac, it is temporarily stunned and loses points!

Worlds

World Name	Description
The Creepy Forest	Mainly flat and grassy, with muddy areas and wooden buildings.
The Mines	Underground areas with raised sections.
Snowy Mountain	Ice, snow and rock. Mainly hilly, with caves and trees.
Wandy's Garden	Outdoor area with bushes and trees.
The Laboratory	Filled with bizarre objects and strange devices.
Wandy's Castle	Wandy's stronghold, with stone stairs and raised sections.

Surfaces

Surface Type	Effect
Ice	Low friction, slow acceleration, high speed, slow deceleration.
Mud	Slow movement, increased deceleration.
Water	Slow movement, decreased friction.
Updraft	Pacs will not fall down when they are in an updraft field (such as next to a giant fan). They bob slightly, and are subject to low friction and high speed.

Devices

Device Type	Effect
Conveyer	Moves Pacs in its direction.
Bumper	Shifts Pacs on a path 180 degrees in the other direction.
Speed Up	Accelerates Pacs to high speed.
Warps	Moves Pacs between two points.
Springboard	Propels Pacs into the air.

Power-Ups

Power-Up	Effect
 Speed Up	Pacs move 50% faster on all surfaces.
 Stun	All other Pacs are stunned for five seconds.
 Magnetic Pac	Pellets in your immediate vicinity are attracted to your Pac.
 Strong Pac	Colliding with other Pacs stuns them (for five seconds), wiping out part of your opponent's score.
 Multiplier	Points collected are multiplied by a minimum of 4X.
 Power Pellets	Renders a Pac invulnerable to ghost attacks.
 Thief	Pacs steal 10 points each time they bump into another Pac. Continuous contact exponentially increases the number of pellets stolen.

Wandy and the Hat

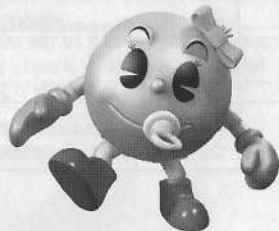
Wandy the Wizard is a bad guy. And like all bad guys, he likes to toy with his victims. Occasionally a small wizard's hat falls from the sky, eventually resting on the ground. If a Pac touches the hat, Wandy casts a temporary spell from afar. Wandy's spells affect all of the Pacs in the game, not just the one who bumped into the hat.

The spells in Wandy's spell book are as follows:

Spell	Effect
Bouncy Bouncy	The force exerted by inter-Pac collisions is increased.
Don't Stop	All Pacs constantly accelerate and cannot stop.
Shrink Ray	All Pacs are shrunk to half size, and top speed is also cut in half.
Super Grip	Pacs do not slide when turning.
Hiccups	Pacs jump up a bit at regular intervals.
Sticky	Pacs stick to the ground, making it difficult to move.
Earthquake	Pacs are relocated randomly.
Even the Odds	The Pac with the highest score receives a 20% score reduction.
Super Score Booster	Multipliers (combos) increase in multiples of two.

Pits

Any Pac that falls into a pit loses points, and is ejected through a tube or cave elsewhere in the level.



Bonus Fruit

Each game level has one piece of randomly selected fruit, usually positioned in a difficult-to-reach location. The bonus points awarded for fruit collection are as follows:

Fruit	Points
Apple	100
Peach	200
Pear	300
Strawberry	350
Cherry	400
Banana	450
Pineapple	500

STORY MODE

Use your Left and Right keys to scroll between the available Pac characters. Player 1 is the human player (the character you assign yourself). You can also assign characters to the computer-controlled players (2, 3 and 4). Use your Up and Down keys to highlight the Continue button, and press the "Enter" key (or the A button on the gamepad) to proceed to the Level/World Select Screen.

In this mode, you compete against computer-controlled opponents to free the Pac-Land fairies.

To complete a level, you must reach the goal (defined at the beginning of the level) before any of your opponents do. As you complete levels, you'll eventually move to a new Ghost Realm world.



The world order in Story mode is:

1. The Creepy Forest
2. The Mines
3. Snowy Mountain
4. Wandy's Garden
5. The Laboratory
6. Wandy's Castle

Level/World Select Screen

Once you choose Story mode and select your character, you will see the World Select screen. Use your Left and Right keys to select any previously completed world as a starting point for your game. Press the "Enter" key (or the A button on the gamepad) to start a new game from the highlighted world. The areas that are accessible are limited by the game's difficulty level. For example, if you completed The Creepy Forest level in Easy mode, you will not be able to start a Hard game in The Mines.

Lives

You are given three lives to start. Each difficulty level has a minimum required finishing position that you must achieve in order to progress to the next level. If you fail to achieve the minimum position, you lose one of your lives. If you have any lives left, you are given another attempt at the level you failed. If you are out of lives, the game ends. However, if you have enough points, you can "buy" a game Continue (see next page).



Continue

When you lose all of your lives, you're offered the opportunity to continue at the cost of 5,000 points. If you accept, the points are removed from your overall score. You are then awarded three new lives, allowing you to continue from the last level reached. If you do not have enough points or you choose not to continue, the game is over.

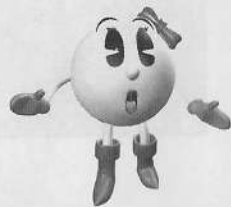
Ghost Gang Levels

When you complete the last level of a world, the entire Ghost Gang appears. The Ghost Gang has captured the other Pacs. It's up to you to save them before time runs out. Collect all of the pellets before the time expires, while avoiding the attention of the four ghosts!

Unlockable Head-to-Head Game Modes

Paint-a-Pellet (unlocked when you complete a Story game on Medium difficulty). The maze is completely filled with yellow pellets. When a Pac runs over the yellow pellets, the pellet's color changes to the Pac's assigned color. When all pellets are painted, the player who has painted the highest percentage of pellets wins.

Grab-a-Hat (unlocked when you complete a Story game on Hard difficulty). The Pacs have managed to capture Wandy's hat! Every second that your Pac is carrying the hat, you get a point. If another player makes contact with you while you are wearing the hat, they will steal it from you. The first Pac to reach 100 points wins.



Completing the Game

If you complete the Easy level, the Baby Pac character is unlocked. Complete the Medium level, and the Paint-a-Pellet Head-to-Head mode is unlocked. Complete the Hard level to unlock the Grab-a-Hat Head-to-Head mode.

Freeing Fairies

When a level is completed, a fairy appears. The Pacs gain or lose points, depending on their standings, as shown below:

Position	Points
1st	+5,000
2nd	+2,500
3rd	0
4th	-2,500

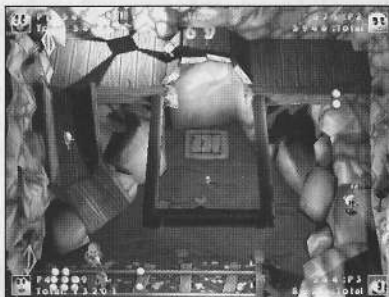
The player who frees the Fairy Queen at the final level of the game is awarded 20,000 points!

ADVENTURE MODE

Up to four human players can play through all 24 levels of the game to obtain the highest overall score.

Note: There must be four characters in the game. The computer will fill in for any missing players.

In this mode there are no "lives" and no one can be eliminated from the game. The Ghost Gang levels do not appear in this mode.



Launching the Game

Select Adventure mode, then select either a Local multiplayer game or a LAN multiplayer game:

Local – All players play on one PC.

LAN – Any combination of local and Local Area Network players can join in the fun. **Note:** For LAN play, you must have a network card and be connected to a LAN. Internet play is not supported.

If you are not on a LAN, you can still play Multiplayer games by selecting the Local option.

If you select a **Local** game, select a Pac character to represent you in the upcoming game from the Character Selection menu. Once the characters are selected, the game can be started.

If you select a LAN game, you are given the following options:

Host – Your computer acts as the host machine for the upcoming game.

Join – Your computer looks for a host computer in order to join the upcoming game.

Note: For optimal performance, use the most powerful computer available as the host computer.

If you select the **Host** option, select the Pac character to represent you in the upcoming game from the Character Selection menu. Once you select a character (or characters, as there can be several players on one machine), select the Start button to launch the game. Once in-game, you can wait for LAN players to join your game or you can press the "Enter" key to immediately start the game with the computer filling in spots for any missing characters.

After the Host has set up the game, all local players are placed in an empty world. Additional players are then free to connect to the game and join the local players in the world. This continues until the Host presses the "Enter" key. At this point, all objects appear and the game begins.

If you select the **Join** option, you'll see the Select LAN Server screen. This shows any games that are on the LAN and the number of available player positions that the game can handle. Use the arrow keys to select a game that you wish to join, and press the "Enter" key.

If you do not see the game you wish to join, select the Refresh button, which searches for all games of *PAC-MAN All-Stars* on that LAN.

Then select the Pac character to represent you in the upcoming game from the Character Selection menu. Once you select a character (or characters, as there can be several players on one machine), you can select the Start button to join the game.



HEAD-TO-HEAD MODE

Head-to-Head mode enables one to four human players to play a game. In this type of game, you can battle on any unlocked level in one of three game modes: Normal, Paint-a-Pellet or Grab-a-Hat.

(**Note:** These last two modes must be unlocked in single-player Story mode before they can be played.) The player who wins the highest number of rounds is declared the winner of the overall game.

There are two Multiplayer selections available:

Local – All players play on one PC.

LAN – Any combination of local and Local Area Network players can join in the fun. **Note:** For LAN play, you must have a network card and be connected to a LAN. Internet play is not supported. If you are not on a LAN, you can still play Multiplayer games by selecting the Local option.

If you select a **Local** game, select the Pac character to represent you in the upcoming game from the Character Selection menu. Once you select your character, you're taken to the Game Setup screen, used to set up a Multiplayer game on the Host's machine. From this screen, the Host selects the game type to be played, the number of games to be played, and the levels in which the game will be played. The Host may also select the Random feature, which randomizes the level selection.

Next, the Host selects the OK button, and the game begins.

If you select a **LAN** game, you are given the following options:

Host – Your computer acts as the host machine for the upcoming game.

Join – Your computer looks for a host computer in order to join the upcoming game.



Note: For optimal performance, use the most powerful computer available as the host computer.

If you select the **Host** option, select the Pac character to represent you in the upcoming game from the Character Selection menu. Once all players select a character (or characters, as there can be several players on one machine), select the Start button. This brings you to the Game Setup screen. From this screen, the Host selects the game type to be played, the number of games to be played, and the levels in which the game will be played.

Next, the Host should select the OK button, and the game begins.

Once in-game, wait for LAN players to join your game, or press the "Enter" key to immediately start the game with the computer filling in spots for any missing characters.

If you select the **Join** option, you'll see the Select LAN Server screen. This shows any games that are on the LAN and the number of available player positions that the game can handle. Use the arrow keys to select a game that you wish to join, and press the "Enter" key.

If you do not see the game you wish to join, select the Refresh button, which searches for all games of *PAC-MAN All-Stars* on that LAN.

You are then taken to the Character Selection menu to select the Pac character to represent you in the upcoming game. Once you select a character (or characters, as there can be several players on one machine), select the Start button to join the game.

After the Host has set up the game, all local players are placed in an empty world. Additional players are then free to connect to the game and join the local players in the world. This continues until the Host presses the "Enter" key. At this point, all objects appear and the game begins.

INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

<http://www.us.infogrames.com>

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Technical Support
- Hints and Tips
- Demos
- Interviews
- Competitions
- Community
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support** at (425) 951-7108. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time).

Note: We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address on the next page.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:



LICENSE AGREEMENT

*** IMPORTANT ***

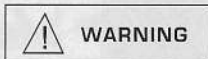
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If You do not agree to the terms of this Agreement, do not download or install the Software and promptly return the entire Package to the place You obtained it for a full refund. If you should have any difficulty in obtaining such refund, please contact Infogrames Interactive Technical Support at 425-951-7108. Failure to return the entire Package within 30 days of the purchase date shall be presumed to constitute acceptance of the terms and conditions of this Agreement.

CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning



READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

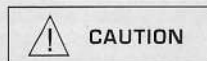
If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

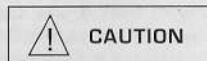
Repetitive Strain Statement



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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